



Fundamentals of Enforcement (Smoke School) Course #100B

Course 100B: Welcome to the Fundamentals of Enforcement (FOE) - Visible Emissions Evaluation (VEE) field training program. You must successfully complete the online course (100A) to enroll in this course. This course is the second in a two-part series (100A and 100B) that provides instruction on the evaluation of visible plumes for the purpose of determining compliance with air pollution regulations. It is comprised of a half-day classroom session followed by a half-day field practice session. After completing both 100A and 100B of the FOE training, you may attend the VEE certification session to earn your Method 9 VEE certification.

Completion of Fundamental of Enforcement (FOE) is required for anyone who seeks VEE Certification from the California Air Resources Board. It is also a requirement for anyone who seeks to be listed under VEE with the [California Air Resources Board Independent Contractor's Program](#). This is to ensure all CARB certified VEE readers meet our standards of certification and understand the California VEE laws.

This course is conducted outdoors. It is each student's responsibility to bring sufficient drinking water and to wear weather-appropriate clothing.

Required items:

- ✓ ARB Student ID#
- ✓ Two blue or black ink pens
- ✓ Clipboard
- ✓ Straightedge
- ✓ Flashlight (for night certification only)



Please register online at: arb.ca.gov/training Click the Registration button.
Course Coordinator: Eric Walton (916) 229-0333 or ewalton@arb.ca.gov

DATE / TIME / LOCATION

Classroom

January 10th, 2017
8:00 am – 11:30 am

County Operations Center
1st Floor, Room 172
5560 Overland Ave
San Diego, CA 92123

Field Portion

January 10th, 2017
1:00 pm – 4:00 pm

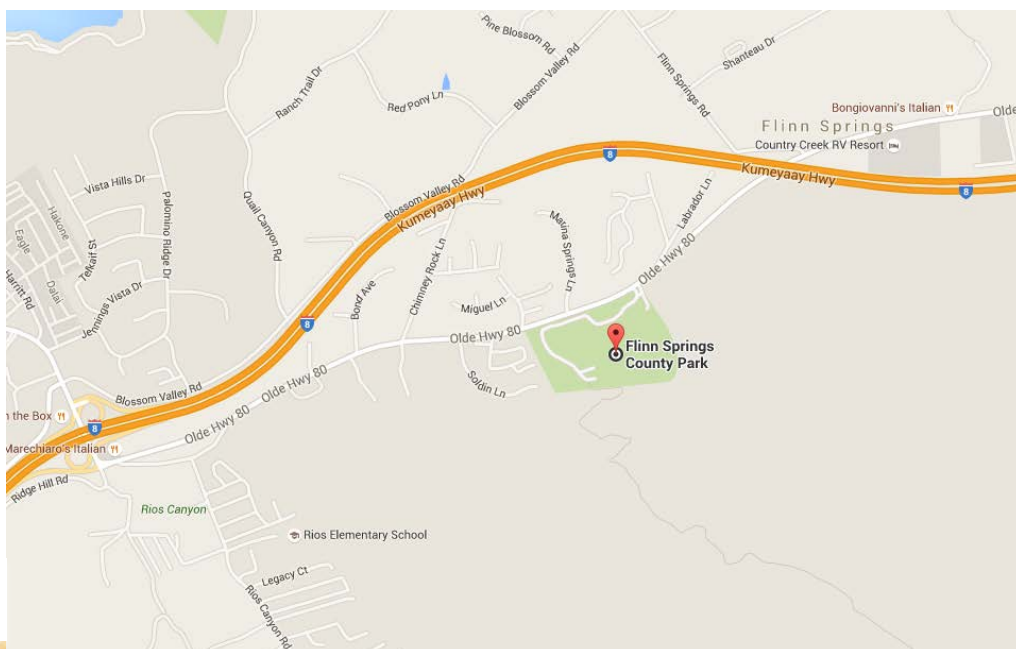
January 11th, 2017
8:30 am – 1:00 pm

Flinn Springs County Park
14787 Old Highway 80
El Cajon, CA 92021



Classroom Location

5560 Overland Ave,
San Diego, CA 92123



Field Location

Flinn Springs County Park
14787 Old Highway 80
El Cajon, CA 92021